

MANUAL

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1 Woodborough Avenue, Toronto, CANADA M6M 5A1
Tel.:(416) 656-6406 Fax:(416) 656-6368

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For additional assistance, access Microforum's BBS at (416) 656-0619 or call (416) 656-6406. You can also send queries to Microforum via E-mail at gamer@interlog.com, or via mail to
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M6M 5A1 CANADA.

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DEPARTMENT OF DEFENSE Special Operations

Briefing Files **TOP SECRET**

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Current Situation

Two months ago, a U.S. Class V Reconnaissance satellite detected high levels of an unidentified form of radiation in the South Pacific. After an intensive search, we have pinpointed the source as the small island of Aloratora.

We have calculated that, if left unchecked, the radiation will continue to spread. This poses an immediate threat to the citizens of Hawaii, Australia and South America, and an ultimate threat to the planet.

Three weeks ago, a surveillance plane was sent over the island. High radioactivity and magnetic interference forced the plane to crash into the ocean about 50 km north-northeast of Aloratora.

Ten days ago, a special operations force, a team of twelve men led by Captain John Taylor, managed to land on Aloratora. They transmitted three coded messages, several hours apart:

1. We've discovered unidentified tracks and markings.
2. Have spotted mutant animal life.
3. Will investigate further.

The satellite signal was lost shortly thereafter and never recovered. The reconnaissance team is listed as missing and presumed dead.

The Mission:

Using a remote sensing and operating vehicle - the Krawler 1000 - you must explore the island, pinpoint the source of radiation, and destroy it. (The Krawler 1000 will transmit images from the island to your console, which you use to control the vehicle.)

Admiral Terrence Jefferson, in charge of Special Operations, Pacific, will maintain contact with you throughout the mission to keep you informed of any new developments and to monitor your progress.

Background on Aloratora

Aloratora, a tropical island smaller than Manhattan Island, sits in an area of the Pacific known as the doldrums, about 1,500 km southwest of Hawaii.

Although largely undocumented in current maps and atlases, Aloratora was familiar to early sailors who often found themselves either drifting in still waters or battling fierce storms.

Geography

The island of Aloratora was created from the igneous deposits of four volcanoes, three of which have since collapsed and become lagoons. The fourth volcano is still active.

Only one of the lagoons is accessible by ship. The other two are surrounded by reefs and prove challenging to even the smallest landing craft.

Across the north shore of Alorator stretch prohibitively high cliffs. Alorator is teeming with life. Most of the island is so overgrown with flora that passage is impossible. A swamp in the northwest challenges anyone who tries to cross the island.

History

Alorator was largely uncharted before the beginning of the twentieth century. Franklin M. Gutenberg, a wealthy industrialist who yearned for both adventure and solitude, nearly bankrupted himself by building an airstrip, a mansion and a zoo on the island. In the process of developing Alorator, he discovered a stone temple built below the active volcano.

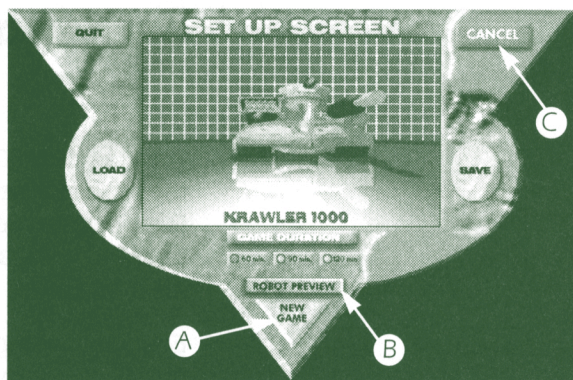
Unfortunately, his demand for solitude prevented anyone from examining the structure, and it remains a mystery to this day.

Following Pearl Harbor and the American entrance into the Second World War, a passing U.S. Navy vessel tried to contact Franklin M. Gutenberg, without success.

A Japanese force occupied Alorator during the war and a bunker was built overlooking the large lagoon on the south shore. For reasons unknown, a Japanese destroyer was sent to the island, but was attacked by American aircraft. The destroyer ran aground on a reef and its hull lies there to this day.

END OF BRIEFING FILE

STARTUP SCREEN



When you run MAABUS a startup screen appears after the initial introduction. Either load a previously-saved game or start a new game by selecting the appropriate button. If you are starting a new game, you can set the game's time limit to 1 hour, 90 minutes or 2 hours.

- A New Game Button** begins a new game.
- B Robot Preview** displays an animated demo of the Krawler 1000.
- C Cancel Button** returns you to your last position within the game.

The startup screen can be accessed at any time by pressing the Esc key. When you call up the startup screen, you are given the option of saving the game. **We advise you to save your game regularly!**

The game opens with a video introduction by Admiral Terrence Jefferson. If you are playing MAABUS for the first time, pay attention to his message. Otherwise, you can choose to skip the Admiral's greeting by clicking anywhere on the Main Console, except the video window. The various parts of the console and their use are described in the following section, titled "Krawler 1000 Operations and Specs".

KRAWLER 1000

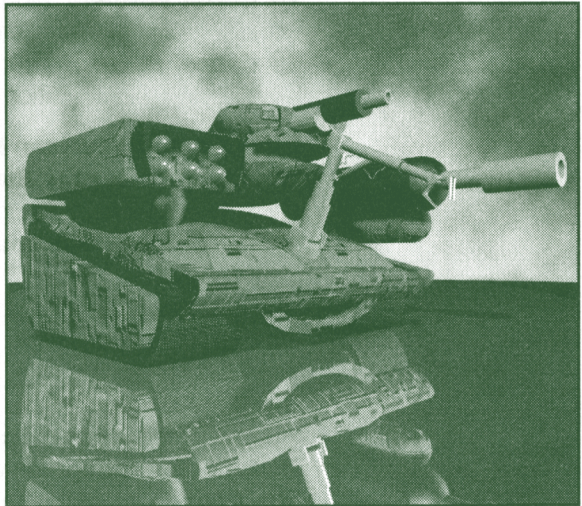
OPERATIONS AND SPECS

The Krawler 1000 vehicle is the state-of-the-art in remote sensing and operating. Every part has been designed, built and tested to withstand virtually any environment on Earth.

Equipped with ground-breaking armaments, the Krawler 1000 transforms into a formidable offensive machine.

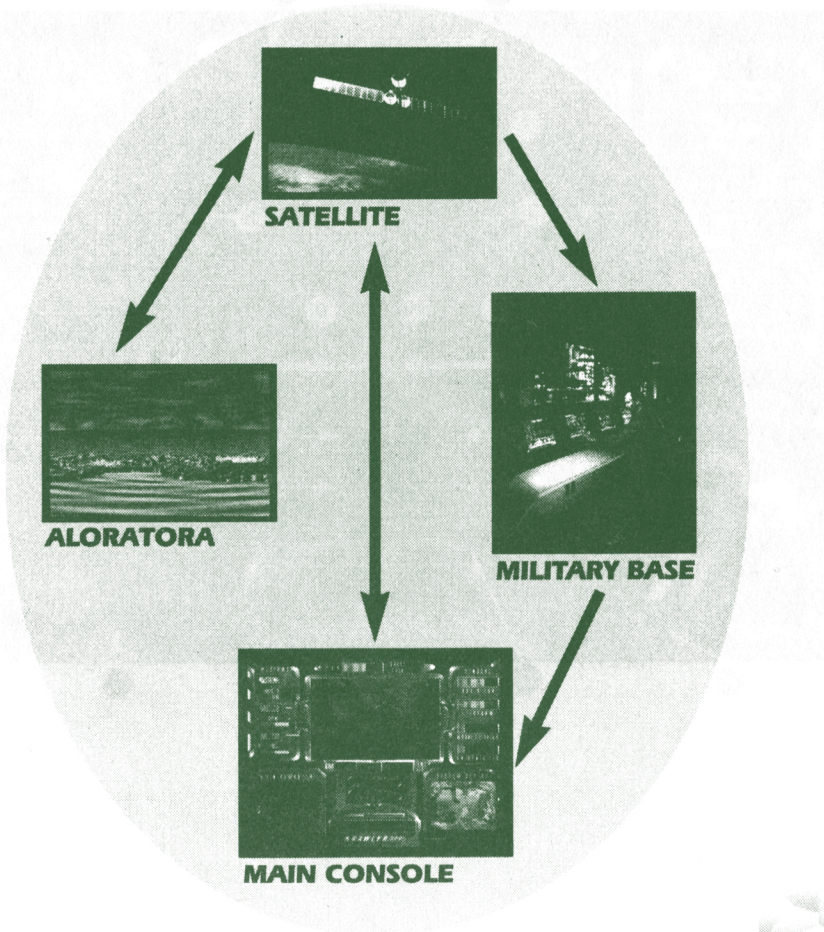
Operated by a console linked to the Krawler 1000 via satellite, the vehicle can penetrate hostile territory with no risk to human life.

Krawler 1000



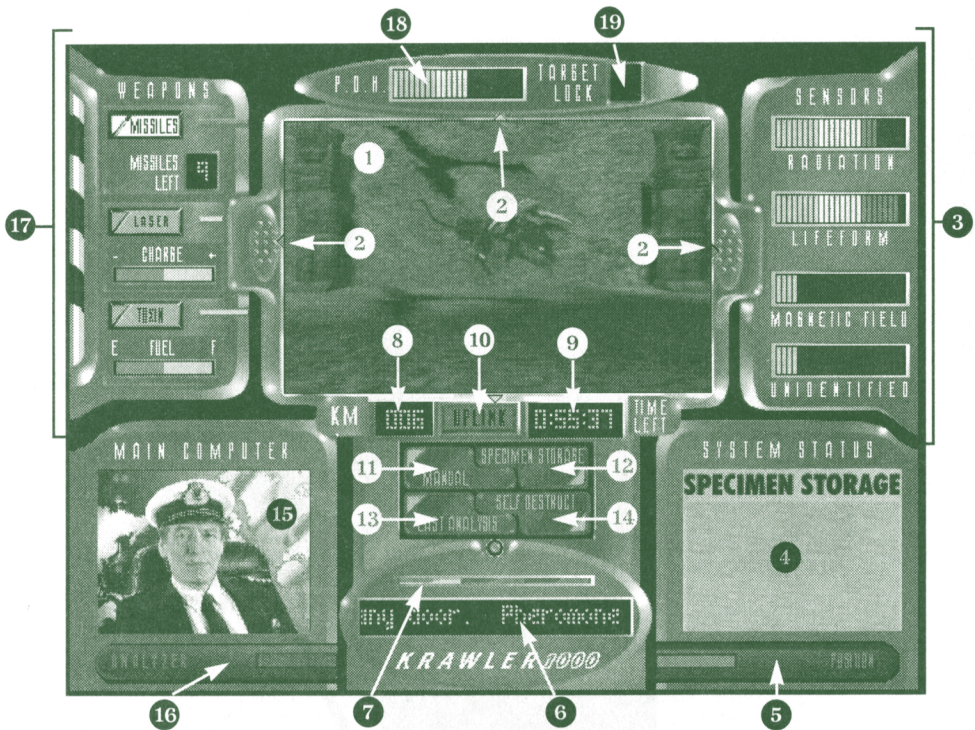
SATELLITE UPLINK

The Krawler 1000 is operated remotely via satellite uplink from your computer. The Krawler 1000's dedicated transponder virtually eliminates all signal interference.



THE CONSOLE

The Krawler 1000 is operated remotely. You control the vehicle's movement and on-board computer and weapons systems using the console, as shown below.



① Main Viewing Monitor

This monitor displays the visual signal from the Krawler 1000's binocular camera. To overcome any possible transmission problems, the Krawler 1000's on-board video processor translates all images into three-dimensional graphics. The Main Viewing Monitor is also capable of displaying straight video signals from other sources.

② Accessibility Indicators

The Krawler 1000's sophisticated proximity detectors allow it to determine accessible routes in any terrain. The on-board computer indicates these routes as green LED arrows to the left, top and right of the Main Viewing Monitor. Red LED arrows indicate that a path is inaccessible. You will notice that the distance the vehicle travels may vary from movement to movement. This is due to the vehicle's proximity detectors. The Krawler 1000 will move forward until another accessible route presents itself. Also, when you turn around, the vehicle will always rotate 180 degrees.

③ Sensor Indicators

The Krawler 1000 is capable of detecting varying levels of radiation, life forms, magnetic fields and any unidentified material in the immediate vicinity of the vehicle. These levels are displayed as LED bars to the right of the Main Viewing Monitor. If levels are low, the LED bar will be green. As levels rise, the LED bar becomes yellow, then red.

Sensor Alarms

When the sensors detect high levels of radiation, life forms, magnetic fields or any unidentified material, the console will emit four distinct alarms. You can test the alarm systems through the console by accessing the on-line help **II** and selecting the "Sensors" area of the console.

Radiation Sensor Alarm

The Radiation Sensor Alarm will sound if the Krawler 1000 is close to a strong source of radioactivity.

Life Form Sensor Alarm

The Life Form Sensor Alarm will sound if the Krawler 1000 is close to a life form. Because of the military nature of the Krawler 1000, it is advisable to be ready to fire when this alarm is activated.

Magnetic Field Sensor Alarm

This alarm indicates a number of hazards. Tests show that this alarm sounds in proximity to unstable ground. In all cases, avoid areas where this alarm sounds, as strong magnetic fields will permanently damage the Krawler 1000's on-board computer.

Unidentified Material Sensor Alarm

This alarm indicates the presence of unidentified material, organic or inorganic. This alarm rarely sounds so extreme caution should be taken if heard.

① System Status Monitor

The System Status Monitor toggles between a satellite image display of the region surrounding the Krawler 1000 and a display of any specimens the vehicle has in its possession. The display is toggled by selecting the Position button ⑤ and the Specimen Storage button ⑪.

⑤ Position Button

The Position button displays a satellite image of the region surrounding the Krawler 1000 inside the System Status Monitor ①. The vehicle's previous positions are displayed as red dots on the satellite image. The vehicle's current position is indicated by a dot which alternates between red and green.



- 6 Text Analysis Display** When the operator of the Krawler 1000 analyzes an object, the vehicle's on-board computer will transmit a short read-out to this display. The on-board computer may also transmit messages concerning the system's status. Text analysis is accompanied by a flashing red light immediately above the Text Analysis display. (See 16)
- 7 Text Analysis Display Speed Control** The speed of the scrolling text within the Text Analysis display can be set using this bar. Selecting the left, center and right end of the bar sets the scrolling speed to slow, medium and fast, respectively. (See 16)
- 8 Distance Travelled Indicator** This LED display indicates the number of kilometers the Krawler 1000 has travelled during a particular mission.
- 9 Timer** The timer indicates the amount of time left during the mission.
- 10 Satellite Uplink Indicator** This indicator flashes when the operator is about to receive a transmission from a source other than the Krawler 1000.
- 11 Manual Button (On-line help)** This button displays on-line help in the Main Viewing Monitor. Select the Manual Button and move the cursor over the area of the console with which you need assistance. To exit on-line help, press the Manual Button once more.

12 Self-Destruct Button

This button detonates an explosive device in the Krawler 1000's chassis, effectively aborting any mission. The operator has 10 seconds to abort the self-destruct sequence, by pressing the Self-Destruct button once more.

13 Last Analysis Button

This button displays the last three messages to appear in the Text Analysis display **6**. Selecting the button once displays the last text analysis. Selecting the button again, **while the text analysis is still scrolling**, displays the previous text analysis. Repeating this action one more time will display the third-last text analysis.

14 Specimen Storage Button

This button displays, in the System Status Monitor **1**, any tangible or intangible specimens the Krawler 1000 may have in its possession.

15 Main Computer Monitor

The Main Computer Monitor displays video transmissions from sources other than the Krawler 1000 and data obtained by analyzing an object.

16 Analyzer Button

To analyze an object, press the Analyzer button. In the Main Viewing Monitor **1**, select the object to analyze. Text analysis will appear in the Text Analysis display **6** and any analysis data will appear in the Main Computer Monitor **15**. In most cases, the Krawler 1000's on-board analyzer will display the name of an analyzed item and a brief description.

WEAPONS

NOTE:

Depending on environmental conditions, some weapons may not work. A non-functioning weapon is indicated by a red LED beside the button. A green LED indicates that the weapon is functioning normally. **Weapons are only functional when the robot is not moving and motion is detected.**

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Weapons Indicators and Selectors

The Krawler 1000 comes equipped with three different types of weapons: 4 short-range missiles; a 3-shot laser cannon; and a toxin gun capable of firing 3 shots. Each weapon is designed to destroy a variety of targets. Certain weapons do not function in specific situations.

Selecting a Weapon

In the event of combat, the Krawler 1000 operator must select a weapon before firing. When the operator selects the appropriate weapon button, the light on the selected weapon button will change from dark green to light green.

Firing a Weapon

To fire a weapon, the operator selects his or her target in the Main Viewing Monitor ①. The Krawler 1000's on-board tactical computer will calculate the target's position, trajectory and optimal firing time. The Target Lock Indicator ② will flash red until the operator locks onto a target, at which time the Target Lock Indicator will turn green.

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P.O.H. (Probability of Hit) Indicator

This LED bar indicates the operator's probability of hitting the selected target. The P.O.H. Indicator gradually changes to a red color until the on-board computer determines that there is no chance the strike will succeed. Timing is critical — if a target is too close, the on-board computer will refuse to fire a weapon. Note: high levels of radiation may affect the tactical computer's performance. This is marked by a decrease in accuracy or a delay in firing time.

Weapon Indicators

Below each weapon button is a Weapon Indicator. It indicates the number of missiles the Krawler 1000 has in its payload, the charge left in the laser cannon and the amount of toxin remaining in the toxin gun. Once a weapon is exhausted, the weapon button will turn red to indicate that it is no longer available.

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Target Lock Indicator

This indicator displays a flashing red light if an attack is detected. When the operator locks onto a target, the Target Lock Indicator displays a solid green light and an alarm sounds.

RETRIEVING OBJECTS

The operator of the Krawler 1000 can retrieve objects to Specimen Storage by selecting the object in the Main Viewing Monitor.

NOTE:

The Krawler 1000's on-board computer will automatically determine whether an object is retrievable. Retrievability depends on the volume and mass of the object and whether or not the object is within reach. The Krawler 1000 will indicate an object's retrievability by displaying a robot-arm icon as the cursor passes over the object.

NOTE:

Once objects are in Specimen Storage they cannot be analyzed. Any analysis should be performed prior to retrieving the object.

MOVEMENT

To advance the Krawler 1000, click the extreme top, left, or right interior of the Main Viewing Monitor. To turn around, click the bottom interior of the Main Viewing Monitor.

You may also control movement with the arrow keys on your keyboard, as shown below.

The Krawler 1000's proximity detectors determine whether a route is accessible or not. As such, the vehicle will continue travelling in a specified direction until other accessible routes present themselves. (See 2)



SPECIFICATIONS FOR THE KRAWLER 1000

Short-range Missile Launcher

Manufacturer: Banting Systems

Payload: Up to 6 Firebug Incendiary Missiles

Explosive Power (each): 45 kg

Dimensions: .8m x .8m x .8m

Mass: 1 tonne

Maximum
Speed: 40 kph

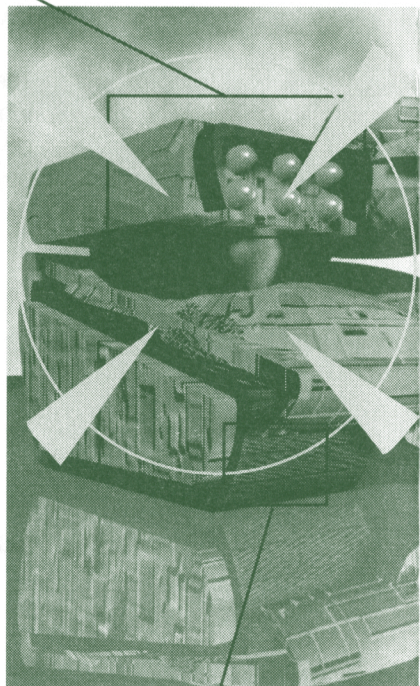
Power
Source: Quantum Technology
Nuclear Generator

Engine: Hermann Frictionless
Rotary Engine

On-board
CPU: Pogodyne Systems 73090
chip

Speed: 900 Mhz

Co-processors: 275 Mhz Math Co-processor
300 Mhz Tactical RISC
Co-processor



SuperNylon-Interwoven
Rubber Treads

High-Power Laser Cannon

Manufacturer: Gamma, Ltd.

Power Source: Plasma Fusion Generator

Power: 100 MW

Liquid-cooled

Binocular Optic Receiver

Manufacturer: Argus Technology, Inc.

Depth of Field: 50 cm to infinity

Resolution: 2500 lines vertical

Aerosol Toxin Gun

Manufacturer: Biogen Systems

Payload: 40L Compressed Genetic
Disrupter

Area Effect:

5 sec.@10m³

15 sec.@50m³

30 sec.@100m³

Grappling Arm

Manufacturer: Pogodyne Systems

Gripping Strength: 0-500 psi

Lifting Strength: 200 kg

Reach: 2 metres

Chassis

Manufacturer: Pogodyne Systems

Material: Tempered Fibersteel

Tensile Strength: 250 psi



1 Woodborough Avenue, Toronto, CANADA M6M 5A1
Tel.: (416) 656-6406 Fax: (416) 656-6368